

TABLE TALK

SEPTEMBER 2024

TAURANGA BRIDGE CLUB | 252 Ngatai Road, Otumoetai 3110 | 07 576-5022 | www.taurangabridge.co.nz



Happy Birthday
SEPTEMBER

Linda Aldridge
Dale Allen
Jan Anderson
Karyl Anderson
Joy Bates
Cathy Brown
Cushla Calder
Val Clarke
Belinda Ford
Judith George
Peter Hagan

Jayne King
Heather Melville
Joanne Munro
Christine Pearce
Ronnie Ryan
Heather Slee
Denis Smith
Kate Terry
Hilary Warren
June Watson

Please make sure that your birth month is entered into Hello Club – no need to put the year



OUR AUGUST WINNERS

M: Evening Championship Pairs *Jones & Company*

T: Mount Mantua – Maker Pairs
No more Bad Hair Days H'cap Prs *Beach Rd Hair*

W: Good Health Handicap Pairs *Bureta Walking Group*
Happy Buyer Restricted Pairs *Andrea Cawley @ Eves*

Th: Althorp Restricted Rotational Teams #2 *Althorp Village*

F: Daytime Championship Singles *Farmers Autovillage*

Tauranga Bridge Club Tray: Jo & Sam Simpson
Bob Gradon Trophy: Bill Pook & Mike Bailie

Ross Petersen & Frances Ball
Thea Straub & Jocelyn Blake

Fiona Wilcox & Alistair Collie
Astrid Martin & Colin Roberts

Colin Roberts, Graham Young & Shirley Bain,
Jackie Blue

Derek Webb



WHAT'S ON IN
SEPTEMBER
(Make a note in your diary)

- **Sunday Bridge** 12.45pm 3rd Sunday of the month. A relaxed session where you can ask for assistance
- **September Etiquette** check our Etiquette section on the noticeboard - our topics this month: *Hesitation & 'Agree the Score'*
- **CONGRESS** begins Saturday 28th Sept. We're still looking for people to be on standby in the case of odd table numbers or sickness. PLEASE let President Mike know if you're available. Caddies are also required. Congress moves to Palmerston North next year so make the most of having this event in your backyard!!
- Remember to check out our **WEBSITE** regularly. Deidre Gunn's doing an AMAZING job!!

BOUQUETS



A HUGE thank you to everyone who helped with our Novice, Junior & Intermediate Tournament held Saturday 31st August.

Our Queen of the Kitchen Muriel Banks (outstanding job Thank YOU) would like to thank Rosemary Wilkie, Peter & Judith Malcolm and Joy Bates for their assistance.

We are very grateful for the delicious morning tea contributions... thank you!



This month we are bringing teams bridge to our daytime sessions for the first time in a long time and it's wonderful to see so many teams signed up for the Alan Turner Memorial Teams.

On that note I thought I would take the opportunity to talk a little about how teams bridge differs from pairs bridge that we are all so well versed in. Some of you may never have played teams bridge while others may need a bit of a refresher or perhaps have never had the nuances explained to you. Read on!

So the most important thing to understand is that rather than playing just a couple of boards at each table your team will play a match of 12 boards against another team. So your team's NS pair will play 12 boards against the opposing team's EW pair and your EW pair will go to their table to play the same 12 boards. Then instead of comparing your scores with every other table in the room you will actually only be comparing your scores with the scores at the other table. So if you get rubbish cards for an entire match the silver lining is that your teammates would have had great cards sitting the other direction at the other table!

Since there are only two scores being compared for each board it is necessary to come up with a different scoring system, otherwise every board would be either 0%, 50% or 100% if we used the matchpoint scoring we're familiar with. So the actual score at the end of each hand is calculated in exactly the same manner; 2S making is still 110, 4H vulnerable making 5 is still 650 and 3NT non-vulnerable 2 light is still -100. But when the two scores for each board are compared we use IMP scoring where the relative difference between the two scores is what matters.

If the scores are the same then nobody is awarded any IMPs, the bigger the difference between the scores the larger the number of IMPs the team with the higher score gets. For example NS at both tables are playing in 4H and table A just makes the ten tricks for 620 while at table B they make an overtrick for 650. The difference is 30 points which translates to just 1 IMP in favour of table B, so there's really nothing in it. Contrast this to matchpoint scoring that we use in pairs: if you were in 4H making 4 but every other table found the overtrick you would get 0% despite only scoring 30 points less.

To expand on that same example let's assume table A did the exact same thing while table B failed to bid to 4H but still took their 11 tricks. Table B would now only be scoring only 200 and the difference would be 420 in favour of table A. This would translate to 9 IMPs in favour of table A.

So this change in scoring does affect your strategy for both the bidding and playing of a hand. Here are a few takeaways:

1.

It is important to bid your game contracts. If you're on the fence about whether to bid on to game or not just do it, especially when vulnerable as you can't afford to miss out on those 600+ points.

2.

Go for safe suit contracts instead of risky NT contracts, even in the minors. In pairs you would frequently play in 3NT instead of a minor game because any overtricks in 3NT give you a higher score and therefore a better percentage. With IMP scoring the overtricks are only worth an IMP or two so you would go with a safe minor game contract instead of risking going down if you think 3NT could be a bit dodgy.

3.

Don't put the contract at risk hunting overtricks. As mentioned above overtricks aren't worth many IMPs so the first goal must always be to make your contract. The flipside of this is that if you are defending and you have an opportunity to take the contract down just go for it. You might think you have a clever albeit risky defensive play that can get them 2 light instead of 1 but if it doesn't pan out and they make you'll be in trouble. Just get them down, the magnitude of your victory is less important.

So with all that in mind I hope you enjoy the Alan Turner Memorial Teams and crush some opposition teams, with a smile of course! Mike Newton

IMPORTANT



Your Committee is about to publish the Membership book and program for 2025. Would you please check that your contact details - both phone and email address (if you have one) in Hello Club are correct.

The cut off date is September 30th.

If you are unable to do this via Hello Club please let our Administrator David Fornusek know. David is at the Club most Tuesday and Friday mornings. Many of you have been asking us to publish individual's gradings however this isn't possible given that NZ Bridge doesn't make the adjustments until year end. We will publish a list next year however which will be displayed on the noticeboard.

IMPORTANT



TIP OF THE MONTH #10 – Beware the Danger Hand

♠ 5	♠ A83	♠ Q62
♥ KQ8	♥ A7	♥ J109532
♦ 743	♦ KQJ86	♦ 92
♣ AQJ109 5	♣ 842	♣ 63

S deals, nil vul
S declares 4S
– lead KH

♠ KJ10974
♥ 64
♦ A105
♣ K7

Bidding: South opens 1S, West overcalls 2C, North responds 2D, East passes, and when South rebids 2S North jumps to 4S...a sensible auction in any system.

Lead: KH is sensible, top of a sequence. A Club lead would immediately hand the contract to declarer

Play: *How would you plan the play?* Looking at the two hands you have 4 potential losers (if everything goes wrong)...a spade, a heart and two clubs. BUT, the latter can only happen if East gains the lead – “The Danger Hand”...prevent East gaining the lead and you can discard your club losers on dummy’s diamonds.

First, let West win his KH lead....now there is no possible heart entry to East.

Second, play AS and finesse East’s QS... normally, with 9 trumps, declarer would “play for the drop” of the QS. Doing that here would lead to failure.

Lessons:

1.

Again we see the wisdom of stopping and thinking before playing to trick one.

2.

The principle of identifying the “Danger Hand” and keeping her/him off lead is an important one, and sometimes determines which way we take a finesse, or play a hand. Here there were two opportunities to ensure the “Danger Hand” did not get in.

3.

When holding 9 trumps, and missing the Q, one usually plays for the drop (the “correct way” to play the **suit**)....here, the finesse, keeping the “Danger Hand” off lead, is the “correct way” to play the **hand**.



ON THE HUNT

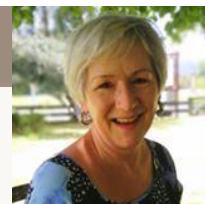
We’re looking for a couple of pairs of Hobby Spectacles please to have for emergency use at the Club when members inadvertently leave theirs at home.

Perhaps you have a pair that are surplus to your requirements???

We would LOVE to give them a new home!



CHAT CHAT



One of the lovely things about playing Bridge is the community we create. We love to play cards however we also LOVE to chat. Our Directors work diligently to move us along in a timely fashion and maintain a certain tempo to our play. We are usually given 13.5 minutes to play 2 Boards. The timer moves onto the next phase which includes you moving to the next table. We endeavour to allow one movement for afternoon tea which means when we play 24 boards and have a cuppa, 2 hours & 55.5 minutes slip by. That's IF we keep to time!!

REMINDERS...

- A quick greeting as you meet your 'new' opponents, play both boards then have a very quiet chat
- Soft voices when reading the Bridgemate
- Absolutely NO chatting about the Board/s played because you may be passing valuable information to the next players of that board. I have had MANY people complain to me over the past couple of weeks about the information they've received that they didn't want to hear!

Impressive watching two top level players recently over a number of weeks . . . they do not discuss boards played, they keep records then go home at the end of play and have their 'post-mortem' over a glass of wine. I encourage you to keep any bidding slips that you have questions about, take a hand record at the end of play and have a get-together with your partner to discuss your bidding. P.S. Our Club Captain addressed the issue of 'Timeliness' in our April edition.

BIDDING AFTER THE OPPONENTS HAVE OPENED

*House of Cards – The Bridge Book***1NT OVERCALL**

1NT overcall is a very useful bid. It is a limit bid so you have shown your whole hand with one bid. You need to be stronger than the 12-14 opening 1NT as your opponents have already opened the bidding.

A 1NT overcall is similar to a 1NT opening bid, except that it shows 16-18HCP and, importantly, you must have a good holding in the opponent's suit. Right hand opponent opens 1D

♠ K854
♥ Q72
♦ AQ9
♣ AJ5

Bid 1NT

♠ KJ54
♥ AQ9
♦ 1094
♣ AQ7

**Do NOT bid 1NT.
You have no stopper in the diamond suit.
Double instead**

♠ AK942
♥ 5
♦ 6542
♣ QJ2

Bid 1S

♠ AK94
♥ KJ83
♦ QJ4
♣ K5

Bid 1NT

♠ K9
♥ K983
♦ KJ3
♣ Q985

Pass. You are not strong enough to bid 1NT. You can't double as you only have a doubleton spade. Frustrating but you must pas